

# WIZARDS WANT WAR HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **25** multiplied by the bet level.
- Total bet in player currency is the total bet in coins multiplied by the coin denomination.
- All combinations and payouts are made according to the **PAY TABLE**.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.
- Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.


## • COIN MODE

- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.



## • CURRENCY MODE

- The payout values in the **PAY TABLE** are displayed in the player currency as the win value based on the selected bet.
- All other game rules are displayed in the **PAY TABLE**.
- In the event of any malfunction, all game bets and payouts are rendered void.
- In the event where the client display is different to the server result as displayed in the game history, the server result will be deemed correct.

## OTHER RULES

- The maximum RTP can be achieved by choosing the Wizard with the **MOST DUEL WINS** or if equal, choosing .

## GAME INTERFACE

BALANCE	The current balance in player currency.
COINS	The balance divided by the selected coin denomination.
BET	The total bet in coins.
BET (message bar)	The total bet in player currency.
WIN (message bar)	The total win in player currency including feature wins of the active game.
COIN	Increment/decrement the coin denomination (if active).
BET LEVEL	Increment/decrement the bet level (if active).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. Space bar can be used to spin the reels.
	During play this button can be used as a skip button (if active).



Stops the reels (if active).  
Space bar can be used to stop the reels.



**BET MAX**  
Sets the lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with bet level set to maximum.



**AUTO PLAY** (if applicable)  
Displays the Auto Play options.  
Can be used to stop Auto Play when active.



Enables or disables full screen (if visible).  
Available during game play.



Enables or disables sound.  
Available during game play.



Enables or disables faster game play.  
Available during game play.



Displays the Game Menu.  
Available during game play.

## AUTO PLAY

Number of spins	Selects the number of spins to be played.
If balance decreases by	Stops Auto Play if your balance decreases by the amount you specify.
If a single win exceeds	Stops Auto Play if a single win exceeds the amount you specify.

## GAME MENU

How to Play	View additional game help (this screen).
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## GAME SETTINGS

Quick Spin	Enables or disables faster game play.
Volume	Adjusts the master sound volume.

## DISCONNECTION POLICY

Communication problems over the internet may cause disconnections. The software is designed to protect the player from unjustifiable loss, while eliminating the possibility of intentional disconnection and system abuse.

Refer to each section below for specific disconnection policies.

### WIZARDS WANT WAR DISCONNECTION POLICY

- Should disconnection occur before starting a new game, no funds will be removed from the player's account.
- Should disconnection occur after the bet was placed and the Spin button pressed:
  - If no further action is required to complete the game, result will be determined by the server. The game will not display the result.

The result can be viewed in the player's detailed game history once the result has been determined.

The Gamble option (if enabled) will not be available for this game.

- If you are required to take further action to complete the game, the game will not display the result until you re-open the game.

The game will resume at the last point as determined by the server.

After 60 days, if not completed, the game will be closed and any further winnings will be forfeited.

## **GAMBLE GAME**

- Wizards Want War offers no Gamble game.

## **FILE DATE**

2020/06/24 12:23:07 (UTC)

## **SERVER VERSION**

5.1.4641.310




## **RNG VERSION**

5.1.4478.308

## WILD



5 400

-  substitutes for all symbols except  and  symbols.

## HIGH WIN SYMBOLS



5 350  
4 120  
3 30



5 300  
4 80  
3 20



5 240m  
4 60  
3 15



5 180  
4 50  
3 10



5 120  
4 40  
3 10

## LOW WIN SYMBOLS



5 100  
4 10  
3 5



5 80  
4 10  
3 5



5 60  
4 10  
3 5



5 50  
4 10  
3 5

## DUELS







- A **DUEL** is triggered when  and  appear on reels **1** and **5** respectively.

- The Wheel appears to reveal **5** possible wild combinations from 



- The Wheel spins to choose **ONLY ONE** Wild combination.
- During the **BASE GAME** the first Wizard to strike **THREE** times is the winner.
- During **FREE GAMES** the chosen Wizard is guaranteed to win any duel with **ONE** strike.

## DUELS

- After the Duel completes, the chosen Wild combination will be placed at a random position on the reels.
- If  is the winning Wizard, all wins are multiplied by **X3**.
- If  is the winning Wizard, all wins are multiplied by **X2**.
- If a Wizard wins **15** duels as indicated by  and  for  and  respectively, the next spin will award a Wild combination, and multiply all wins by the relevant Wizard multiplier. If a Duel is triggered the same spin, multipliers are multiplied together. The collect counter is after that reset to **0**.

## FREE GAMES

- **10 FREE GAMES** are awarded when  and  appears on reels **2** and **4** respectively during the **BASE GAME** and during **FREE GAMES**.
- Choose either  or  for  or  respectively as the chosen Wizard before Free Games start initially only.
- A Duel is guaranteed to occur during **FREE GAMES**.
- The longest winning combination left to right or right to left whichever is higher pays for each line only.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Play **25** lines fixed at a cost of **25** coins.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Collections are saved for each bet configuration
- A bet configuration is the combined selection of coin and bet level.

## BASE GAME

- Line wins pay if in succession from the leftmost reel to the right.
- Longest win only on each line.

## PAYLINES 1-25

